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->From the Editor's Keyboard "Saying it like it is!"

While the Southeast got hammered last week by hurricanes Bonnie and Charley, we here in the Northeast were barely affected. I'm always amazed at what these storms are capable of doing; and there's very little that we can do about them except to try and prepare for the worst.

I don't know about you, but I've been glued to my television and catching updates on the internet to keep up with what is going on in Athens, at the Olympics. Because of the time difference, what I see on television is usually an event that has been taped and rebroadcast at a "normal" viewing hour. Or, the events are taking place while I'm at work and don't have access to a television set. Occasionally checking out scores and results on the web keeps me tuned in to what's happening. It's been great.

It's phenomenal at what these Olympics, and their predecessors really portray. Yes, it's true, they are a true test of athletic ability. But if you really think about it, these olympics accomplish something even more far-reaching - the ability of people of different colors, religions, cultures, and politics to get together and compete in an athletic arena. Yes, there are exceptions like everything else in life. But, for a couple of weeks at least, these sporting events and the tremendous sportsmanship and comraderie take center stage. Just watching the opening ceremonies, with all of the various representative countries with their proud athletes marching into the arena was awe-inspiring. The leaders of the world should take some notes, and learn a thing or two from these athletes. The world would be a better place, if they did.

Until next time...

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GIM 0.3a Due Soon!

Hello folks,

Just thought I'd post a little teaser about the up and coming gim 0.3a. A lot of stuff has been done! Proportional fonts, and ability to change

fonts on any area, you can click on a buddy in the buddy list to start a conversation, configuration changes are saved to disk using a poor method that will be fixed eventually ;-), I killed off the disclaimer and made some rsc changes, and made a slew of code cleanups. But I am not going to release until it is more useable still. I also want to make a thorough evaluation of the code and find out how to kill ALL of the libfaim debug code so it stops littering your consoles!

Lots more work and some screenshots to come. Things are very cool since 0.2a and I find myself using GIM more and more to hold real conversations.

You haven't heard a lot out of me lately and it's primarily due to my CT60 falcon being unstable. Well the problem was my own in overclocking without proper cooling. 50C is too hot for an 060! 45C is probably the highest you can stably go (at least on mine). When I get my water cooling rig, I'll crank it right back up there, but at least for now I have a stable falcon ;-)

Take care and have a safe summer everyone, and to the 1, perhaps 2, GIM users out there, I salute you ;-)

Thanks,
Mark
http://portal.atari-source.com

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PEOPLE ARE TALKING
compiled by Joe Mirando
joe@atarinews.org

Hidi ho friends and neighbors. Well, life just keeps getting more interesting every time I turn around. You'd think that by now I'd have learned to NOT turn around. <grin>

I've been working second shift this week, and it's really starting to tick off my system. It's one of those deals where it's not going to be in effect long enough for me to get accustomed to it, but long enough for it to really get on my nerves.

I know people who've worked second or third shift for years and they've become accustomed to it... some of them actually like it. It frees up their days for other things. As for me, it's just another thing I've got to work around until the next thing I'll have to work around shows up. Life is change, I guess.

Well, let's get to the news and STuff from the UseNet.

From the comp.sys.atari.st NewsGroup
==========

Rene Kint asks about one of my LEAST favorite subjects... SCSI

termination:

"Next friday I am about to pick up two SCSI drives of 2.15GB each. The goal is to put one of them in my MegaSTE.

I have a question about the SCSI termination, though. Should the drive terminate the SCSI bus or not? I read somewhere that making the wrong decision about this on the feeble SCSI interface of the MegaSTE can fry the controller...so I better be safe than sorry."

Brian Roland tells Rene:

"Check your host....
If you have the same one that is in the STacy (HARD DISK CONTROLLER C103561-001), for internal drives, it will only run 2 SCSI I compliant devices.

As it turns out, the STacy and the Mega ST/e, as I understand it, have the same provision for an internal SCSI drive. Those who got a Factory Spec Mega STe with an internal SCSI drive, most likely have the same host used in the STacy.

If this is your case DO NOT run a standard Daisy terminated SCSI chain. Find the DIY for how to make a a STacy controller run 2 drives. You will most likely leave all the drives unterminated and use a very short hacked up cable. Reason being...with this Controller, you are using one DMA channel and two LUN IDs....hence the hacked cable. You'll need to make sure parity is disabled on the drives...OR...hack in a parity generator chip (Also in Stacy DIY files). This controller can indeed run the Barracuda 1.2gig 50 pin SCSI II drives, just not the entire capacity of it (close to 1gig). I'm not sure about the UW SCSI II/III units, but with the proper adaptor it shouldn't be a problem.

If you have a true Micro SCSI controller, such as the ICD board, or the Link 96/97-internal, then simply follow the standard SCSI rules. Up to 6 devices (the host itself is 7) and only terminate the last device. The Link 97 hosts are likely the best...they can see large capacity drives, support parity, and in some cases even provide the Term Power if needed.

If all else fails, order a Link type host, plug it on the DMA port, and loop it back inside the case :) Really good internal hosts for the Mega ST/e or STacy are very very difficult to find these days.

Good luck!

P.S.
If you do have this controller in your STe:
Atari HARD DISK CONTROLLER C103561-001

You can hook ONE of the Barracuda drives as follows:
Set drive jumper to: Parity Disable
Get Term Power From Drive (Do NOT send any term power, do not expect to find it on the bus) Drive ID 0 (This is a must)

Leave the drive UNTERMINATED...if you've set the Get Term Power jumper correctly, then a terminated drive should be safe...If for some odd reason your Barracuda drive insists on pumping out the 5v term power, make SURE this drive is NOT TERMINATED.

Use a very short 50pin ribbon cable with SCSI connectors on both ends.

Plug it in, and you should be good to go!

Connecting a second drive requires the same jumper settings, but you'll need to build your own cable with some wires twisted."

Rene replies:

"I do have the 103561-001 controller, and I will connect only 1 Hawk SCSI drive (this is not a Barracuda, it is a Hawk :-) .

So, only 2 jumpers would be needed: "Parity Disable" and "TP from drive", as I can see from your story.

Still, I do not understand why the Atari controller doesn't need the "Term enable" jumper. Can you explain this to me in layman's language please :-)

One problem still exists, though: I do not have the right jumpers....these are very small flat jumpers on this Seagate 32151N drives...anyone out there who has some spare mini-jumpers?"

Brian tells Rene:

"I'm guessing here:
The host being used isn't prepared to terminate the 5v line (I forget exactly which pin this is, I'm 'guessing' it's 25).
I could be very wrong about this...but it might be that if you make double sure your drive is NOT providing term power, or even physically bend down that pin on the host, or even snip that one wire in the ribbon cable, things might be safe with the other lines terminated.

Please don't take my word on this! I just recall reading somewhere NOT to terminate the drive in a STacy...and use as short a cable as possible. Exactly where the possible overload comes from...I'm not sure."

Michael Schwingen tells Brian:

"The problem is *not* TERMPWR, but termination, which are two distinct matters.

The drivers used on the MegaSTE host adapter do not have enough drive strength to drive a SCSI bus that is correctly terminated. It can (without modification) only handle a short cable with one drive attached, and that drive may not be terminated in order not to overload the ICs on the HA.

Furthermore, the HA does not provide parity, so you have to disable parity checking on the disk drive. All considered, it looks like Atari took some shortcuts - this is definitely not a "SCSI host adaptor" (which would mean is is fully compliant with the SCSI spec), but rather something that allows to attach *some* types of SCSI drives."

Rene scratches his head for a moment and then tells Michael:

"OK, now I am getting confused :-)

I have the following jumpers on the ST-32151N (Seagate) to put in my MegaSTE:

TP to Bus
TP from Drive
Reserved
Parity Disable
Write Protect
Motor Start Enable
Delay Motor Start
Term Enable

So, now the $1000 question: where should I place jumpers?

TP from drive is stated as being jumpered default. But, as already stated, this is not your average SCSI controller, so....

I am very interested in your replies...!"

Jim DeClercq jumps in and tells Rene:

"Well, if you are not going to do any termination, none of those are jumpered. Term power to bus is not connected to the bus. The motor jumpers interfere with a drive spinning up when power is supplied, so leave those alone.

Possibly you jumper Parity Disable. Should do no practical harm to do that. I suspect that parity is ignored anyway, so it really does not matter.

I suspect the bus power line is pin 26, but you do not need to bother about that unless you really want to wire up power to the bus. It does not look easy to do that.

In summary, should work with none of the below jumpered."

Matthias Arndt posts this little notice:

"I’ve started a tutorial project with doing an GFABASIC tutorial for beginners. It is aimed at people without prior knowledge in programming and it will teach how to program and use GFABASIC on Atari ST computers. Planned chapters include variables and data types, loops and control flow, modularization, graphics, file i/o and probably memory management. It is work in progress and additions will come chapterwise.
It comes currently as a web page and I don’t plan to add a fancy site around it. I’ll probably offer it for download as chunks with one chapter at a time.

Check http://home.tu-clausthal.de/~ifmar/gfabasic/
Feedback is of course welcome.’

Facundo Arena tells Matthias:

"Great idea!! I’m starting to write some things on GFABasic and I find it very hard to find manuals and tutorials for taking the most of the st hardware from GFA... thanks for your work and I’ll be one of your students!!!"

Well folks, that’s it for this week. Tune in again next week, same time, same station, and be ready to listen to what they are saying when...

PEOPLE ARE TALKING

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->In This Week’s Gaming Section - Hot Shots Golf Fore!
Ghosthunter Ships!
Play ’Jaws’ As Shark!

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->A-ONE’s Game Console Industry News - The Latest Gaming News!

Ghosthunter Ships For Playstation 2

Sometimes the undead just won’t rest in peace. Leading video games developer and publisher Namco Hometek Inc. announced this week that Ghosthunter, the dark and atmospheric third-person action-adventure game available exclusively for the PlayStation 2 computer entertainment system, has begun shipping to retail stores nationwide.

A routine disturbance call. A startling discovery. A catastrophe of supernatural proportions. During a late night patrol, rookie Detroit cop Lazarus Jones and his partner Anna Steele stumble across the ghost research laboratory of Professor Peter Richmond. Lazarus unintentionally releases a legion of ghosts and spirits that begin to wreak havoc around the world while a malevolent spirit abducts Anna. Armed with second sight and an arsenal of weapons and gadgets, the idealistic cop is forced to take on the entire spirit realm in hopes of finding his partner - and saving the world.

"For those craving a creepy, yet humorous action-adventure game, Ghosthunter certainly delivers," said Rod Nakamoto, Executive Vice President of Research and Development. "Not only must gamers rely on strategy and puzzle-solving, but they must be prepared to test their stamina and go head-to-head, weapons blazing."

Developed by the award winning SCEE Studio Cambridge, Ghosthunter’s blend of action-adventure third-person shooter gameplay and dark humor has

players battling vengeful spirits, horrific apparitions, demonic children, and freakish phantoms. Equipped with a selection of high-tech weaponry and gadgets specially designed for hunting and capturing ghosts, players will experience diverse cinematic locations in haunted versions of famous places, including an "Alcatraz"-like prison, a "Titanic"-like sunken ship, a "Deliverance"-style backcountry and an "Area 51"-like military base.

Ghosthunter is rated T for Teen by the Entertainment Software Ratings Board (ESRB) and carries a suggested retail price of $49.99.

PlayStation2 Fans Tee-Off Online With Players Across the Nation as Popular Worldwide Golf Franchise Returns With Hot Shots Golf Fore!

Sony Computer Entertainment America announced the release of Hot Shots Golf FORE!, created exclusively for the PlayStation2 computer entertainment system. Developed by Clap Hanz in conjunction with SCEA Santa Monica Studios, Hot Shots Golf FORE! returns as the fourth installment in the extremely popular franchise that helped bring interest in golf indoors, and sold more than 7.5 million units worldwide in the process. Hot Shots Golf FORE! offers unique online gameplay via the Network Adaptor (Ethernet/modem) (for PlayStation2) that allows players to share the course with thousands of others in head-to-head play and real-time tournaments, as well as providing a robust offline mode for up to four players.

Delivering the familiar fast-paced gameplay that fans of the franchise have grown to love, Hot Shots Golf FORE! includes breathtaking graphics and true-to-life golf physics that includes more golfers and caddies than ever before - 34 in all featuring new off-the-wall characters, returning favorites and popular PlayStation 2 characters including Jak, Daxter, Ratchet and Clank. During gameplay, players can enjoy a variety of 15 different courses, ranging from challenging 18-hole layouts to demanding par three executive courses. Miniature golf also returns to the franchise adding more variety to the gameplay.

"Hot Shots Golf FORE! provides a truly entertaining golfing experience with brilliant graphics, dramatic camera angles and fast-paced arcade, style gameplay. The intuitive controls and adjustable difficulty settings will entice even the most serious golf fanatics into endless hours of gameplay," said Ami Blaire, director, product marketing, Sony Computer Entertainment America. "From the wacky antics of the new characters to the challenging new courses and online gameplay, this is a game that all PlayStation 2 fans will embrace and enjoy."

Hot Shots Golf FORE! features touch-sensitive controls that demand careful consideration to golf’s many variables, such as wind, ball lie and course elevation. In addition, players can test their golf skills in several different modes including Tour, Tournament, Versus (VS) Mode, Training, and online play. "Hot Shots Points" is also back where players redeem points to unlock more prizes than before including advanced golf equipment, new courses, characters, and tons of wacky golf gadgets.

For the first-time in the history of the franchise, the online gameplay experience includes a comprehensive line-up of features allowing players to access a new online community with a single username and password when they connect using a broadband connection. Once online, players have access to online tournaments, message boards, universal rankings, while enjoying the unique camaraderie of the new Hot Shots Golf community.

The independent Entertainment Software Rating Board (ESRB) has rated Hot Shots Golf FORE! "E" for Everyone.

New ’Jaws’ Game Lets You Play As Shark

A new video game will show that it’s easier to be a bad shark than a good shark. Majesco Games is working on a playable version of the movie "Jaws," with the gamer controlling a predatory Great White as it cruises the ocean waters.

The game is in the early stages of development, with a release planned for summer 2005.

To stay alive the shark must feed, and the game provides a smorgasbord of human appetizers: fishermen, water-polluting oil riggers and your average swimmer in the surf.

"If you just swim around forever you’re going to get hungry. If you don’t keep feeding that frenzy, that’s how you die in the game," said Liz Buckley, a product manager at Majesco who is working on the "Jaws" title. "I don’t know if you’re going to have these moral choices, ’Do I want to eat this person or this person?’ You have to keep eating."

But there will also be an array of natural sea creatures to satisfy the shark’s hunger. You can choose to be good by eating seals, fish and other natural food sources.

"Everything you see on the Discovery Channel we’re bringing into this product," Buckley said.

Or you can devour peaceful divers and beach lovers as they wade in the water or leap into the air to snatch poachers off of piers. Leaving the humans alone will make it hard to survive.

The story will be free-roaming for the player and will unfold around the same beach locations as Steven Spielberg’s 1975 movie.

But it won’t feature Roy Scheider’s police chief or Richard Dreyfuss as the oceanographer. Instead, the main humans in the game will be the children of those characters, Buckley added.

"Jaws" will be available on PlayStation 2 and PC formats, and the developers are aiming for an M (mature) rating. This won’t be a kid’s game.

The human characters all have "25 points of disconnection," she said.

What’s that mean?

"If there’s a diver," Buckley said, "there are 25 different ways you can pull him apart."

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A-ONE's Headline News
The Latest in Computer Technology News
Compiled by: Dana P. Jacobson

Web Guide to Athens Olympics

If you're hungry for updates on the hundreds of athletes from around the world who are competing at the Athens 2004 Olympic Games August 11 through 29, look no further than the Internet. We've scoured the Web and come up with the must-visit sites for Olympics junkies.

Athens: The Official Site

The official Athens 2004 Web site is packed with information about the Olympiad. In addition to the latest news and athlete quotes from press conferences and the like, you can find specifics about the different events, a complete event schedule and competitor start lists, and results.

A separate section is devoted to the different venues, and provides information for people traveling to Athens to attend the competition.

Olympic TV

Sure, the official NBC Olympics site is filled with frustrating pop-ups and annoying ads that take over your computer screen. But it also is terrific repository of information about the Games, ranging from TV schedules (although the HDTV broadcast schedule is woefully devoid of detail) to streaming video from practices, primers on the different events, and opinions from the network's expert commentators.

This is the site to check for photos and both original articles and reports from sister site MSNBC.com. You'll also be able to watch streaming video of events - but this feature is limited to U.S. residents only. You'll have to give the first six digits of your credit card plus your ZIP code, so NBC can verify your residency, before gaining access to the streaming video.

The BBC is also streaming live video coverage of the Olympics on its Web site, but you have to live in the United Kingdom to take advantage of this service.

Portals and Images

Most of the major Web news and sports portals, including Yahoo and Google, have created sections to bring together Olympic-related news and results.

Not surprisingly, Yahoo's primary site is more biased towards American athletes, although you can find news and photos of athletes of non-Americans there as well. If you want a more international perspective, you can scroll down Yahoo's main page for links to local coverage on its sites in Argentina, Australia and New Zealand, Brazil, Canada (French), China, France, Germany, Italy, Japan, Korea, Spain, and the U.K. and Ireland.

Another great way to keep track on Olympic news is through the sports section on Google News. It is constantly pulling in news reports from thousands of Web sources so you can be pretty sure you're finding some of

the most up-to-date information available anywhere online.

Finally, if you're after images from the Games, stop by Getty Images' Olympics section. Although images are intended for editorial use, you can view watermarked images for free, and the site is quick about posting images from events.

Local Eye on the Games

If you want a local perspective on the Games, then you might want to check the Internet editions of some of Greece's newspapers. The national Kathimerini newspaper has a good selection of local stories, from security and transportation plans to a local ordinance allowing nonstop partying at bars and clubs.

Some of the latest breaking news from the Olympics can also be found on the Web site of the Athens News Agency and the Reporter news agency has a strong focus on business and financial news.

The Other Olympics

The Games aren't the only Olympic event taking place in Athens this year.

About a month from now the Paralympic Games will get under way there, and there's a section of the main site devoted to the event. It has much the same content as that for the games that are about to begin, including a competition schedule and information on the various sports.

You can learn more on the official Web site of the International Paralympic Committee.

The Olympics' Past

The Olympic Games' history can be traced back to ancient times, in 776 B.C. - a long run that leaves plenty to learn and know about Olympic Games of years past.

In addition to a historical section on the official Athens Web site, the University of Pennsylvania has an interesting site that looks at previous Games and attempts to find out if the Olympics were ever truly a less commercial event filled with athletes who were pure in mind and body.

From Greece, the Foundation of the Hellenic World also looks into the past, too, reaching as far back as the Athens Games of 1896.

Future Olympics

The events may still be several years away, but organizers of upcoming Olympic Games are already online sharing some of their preparations and promotions.

The Web sites offer a glimpse into the logistics and planning that go into holding an event of Olympic proportions, such as the Beijing 2008 games and its current competition to design the event mascot. You'll also find information on the Vancouver 2010 games, including the plan for new venues for some of the events.

At the Torino 2006 games' Web site, visitors can already fill in a form and apply to become a volunteer to help at the games.

Netscape Updates Browser

After being written off by industry observers last year, America Online's browser unit has showed signs of new life with the release of an update to its Netscape Web browser.

Netscape Communications has released Netscape 7.2, the successor to the aging version 7.1 released in mid-2003. The last major update was Netscape 7.0, two years ago. The new version, which has been expected since earlier this year, is based on version 1.7 of Mozilla, the most recent version of the Mozilla Internet application suite.

Improvements in the new Netscape Web browser over the earlier version include tabbed Web browsing, improved print preview, and integrated AOL Instant Messenger and ICQ, according to Netscape. It is downloadable free of charge from Netscape. Netscape 7.2 is available for Windows, Apple's Mac OS X, and Linux.

Analysts had said the death knell was sounding for the Netscape browser after AOL last year laid off essentially all of its Netscape software developers and ended development work on the Mozilla browser technology.

Development work was taken over by the Mozilla open source project, which was originally started in 1998 by Netscape and continued when AOL acquired Netscape later that year. Last year, the people behind Mozilla created a foundation, largely funded by a $2 million pledge from AOL, to build, support, and promote Mozilla products.

While it has been quiet on the Netscape browser front, AOL has not retired the Netscape brand, which it acquired six years ago in a $4.2 billion deal. AOL is testing a new Netscape Desktop Navigator product and in January launched the Netscape Internet service, a low-cost Internet service provider.

Netscape was the most popular browser in the early years of the Web. However, its market share started crumbling when Microsoft introduced Internet Explorer in the mid-1990s. The acquisition of Netscape by Microsoft rival AOL and a lengthy antitrust trial could not change the browser's fortune.

IE lost some market share this year as a result of several highly publicized security vulnerabilities in the Microsoft Web browser. However, IE continues to be, by far, the most widely used browser with around 95 percent market share, according to Web tracking company WebSideStory.

Dot-Coms Get Back in IPO Game

The successful bidders for Google shares won't be the only ones watching eagerly to see how much the IPO excites the stock market. Dozens of dot-com companies are hoping that Google's initial public offering marks a reawakening of all things Internet.

In the months since Google announced it would sell stock to the public, more than 150 companies have said they plan IPOs, despite the rocky economy

and slumping stock market. Others, with names like Kelkoo SA and Advertising.com Inc., are opting to sell themselves to bigger companies offering huge wads of cash.

Like a flashback to 1999, a Boston man recently pocketed $2.75 million for selling rights to a Web address - www.creditcards.com - to a company called Click Success LP. IPO shares in Internet software pioneer Salesforce.com Inc. soared 56 percent on the first day of trading.

Although Google and Salesforce.com report healthy profit, the list of money-losing technology companies hoping to ride Google's coattails is quite long. PlanetOut Inc., a Web service for gays; ZipRealty Inc., an online real estate service; WebSideStory Inc., a site traffic analyst; and SmartBargains Inc., an Internet liquidator, are among the nearly two dozen Internet businesses that have never had a profitable year but nevertheless have filed with the Securities and Exchange Commission to sell shares to the public.

"It's buyer beware," said Sal Morrealle, an analyst for the brokerage firm Cantor Fitzgerald LP in Los Angeles.

Peter S. Fader, a professor at the Wharton School of the University of Pennsylvania, said some companies treat their IPOs more like a marketing opportunity than a capital-raising exercise. Buying these stocks "is no different than betting on what the temperature is going to be in Tuscaloosa tomorrow," he said.

The flood of activity comes partly from venture capitalists stirring again, including those trying to recoup a portion of the billions of dollars they lost when the Internet bubble burst in 2000, analysts say. Many used their remaining money to nurse Web survivors during the past four years, when investors largely shunned Internet stocks, and now they are pushing to take those companies public. They're making plenty of new bets, too. Venture funds spent $10.6 billion in new investments in the first six months of this year, up from $8.9 billion over the same period last year.

Investors are "picking up the rubble of the dot-bomb and putting some good pieces back together," said Crawford Del Prete, senior vice president for research at IDC, a technology research firm.

Some venture investors have been able to cash out as bigger companies line up to buy the smaller companies they had backed.

Just in the past few weeks, South Korea's top Web site operator, Daum Communications Corp., said it would fork over $95 million to acquire the American Web sites of Terra Lycos SA. Viacom Inc. vowed to pay $46 million for the part of Sportsline.com it did not already own. International Business Machines Corp. bought software maker Cyanea Systems Corp., and America Online Inc. bought anti-spam vendor Mailblocks Inc.

In one of this year's biggest Internet takeovers, Yahoo paid $579 million in cash for Kelkoo, a comparison-shopping Web site based in Paris. And America Online plunked down $435 million to buy Baltimore-based Advertising.com, which had filed for a stock offering.

The IPO market also started the year strong, though it has cooled markedly in the past few weeks. So far this year, 146 U.S. companies have sold initial shares to the public, more than the total for all of 2003, according to Thomson Financial. Although 200 more have registered to sell shares, at least 11 companies recently pulled back from those plans, citing

the lousy stock market. The tech-heavy Nasdaq composite index is off 10 percent for the year.

Most of the companies that have launched IPOs this year are small but sturdy companies created before the market crash in 2001. "These are companies with good revenue curves and profitability as a general rule," said David Menlow, president of IPO Financial Network, which analyzes public offerings.

But, he said, "that doesn't mean that a couple of deals cannot ride on the coattails."

WPT Enterprises Inc., a reality TV company that produces sports-style coverage of poker games, sold its first shares to the public last week even though it is just two years old, has 10 employees and lost almost $500,000 last year. Company officials declined to comment.

Another money-losing company aiming to go public is Odimo Inc., an online jewelry vendor run by a married couple whose previous job was producing infomercials for psychic hotlines.

Andrew Miller, the Boston entrepreneur whose company, Deal Jam LLC, recently sold the Creditcards.com name to Click Success, is hoping the Odimo IPO comes off. That's because in 2000 he sold the Web address www.diamond.comto Sunrise, Fla.-based Odimo for some cash and shares of the company.

"They were six days from an IPO when we sold the name to them," Miller said. Odimo pulled the earlier offering when the market went south; Miller has been sitting on his shares ever since.

Odimo sells high-end watches, handbags and diamonds from its Web sites, including Diamond.com, Ashford.com and WorldofWatches.com. Industry analysts estimate the market for luxury goods sold online is $2 billion a year. Still, Odimo lost $11.6 million in 2003 on sales of $41.7 million.

That is not the only item in Odimo's regulatory filings to raise eyebrows. Among the risks Odimo disclosed was that it may "inadvertently sell counterfeit or stolen goods" because it acquires most of its watches and luxury goods through the gray market, rather than from manufacturers or authorized distributors. Handbag designer Prada SA sued the company in March, accusing it of selling counterfeit wares.

Odimo officials declined to comment.

For some, not even Google's coattails are enough to ensure a successful public debut. One that cut and ran last week was MatchNet PLC, a money-losing Internet dating service that withdrew its IPO filing and announced that its chief executive had quit.

The company had already disclosed that it faced management challenges. The departing chief executive took over only a few months ago, and the company has no chief financial officer, controller or general counsel.

Based in Beverley Hills, MatchNet runs online dating services, including AmericanSingles.com, a general matchmaking site, and JDate.com, for Jewish people. Like many start-ups, it lays claim to a huge market: the 86 million single adults "who are looking to meet a companion," it told the SEC. But so far, MatchNet has signed up only 235,000 as paying subscribers.

At least another dozen money-losing technology companies have filed to go public. They include District-based InPhonic Inc., which lost $44.3 million last year selling wireless services over the Internet; Seven Networks Inc. of Redwood City, Calif., which lost $12.9 million selling software to cell phone carriers; PortalPlayer Inc. of Santa Clara, Calif., which lost $8 million selling electronics that run portable music players; and Jamdat Mobile Inc., which lost $7.1 million making bowling games and other entertainment for cell phones.

Del Prete of IDC said today's IPO market is more rational than the "intoxicating" one of the 1990s. Companies like Jamdat are salvaging valid ideas that emerged from the boom, using technologies that have matured, he said.

Richard J. Peterson, chief strategist at Thomson Financial, which tracks IPO data, was more circumspect. "IPOs always have a high mortality rate," he said. "That is why there are all those warnings."

Hackers and Spammers Join Forces

Increasingly, the antivirus community has been noticing a disconcerting trend: the teamwork between virus writers and mercenary-minded spammers.

The best - certainly the most ubiquitous - example of fraudulent activity on the Internet are the scams known as "phishing." Sent to the unwary via e-mail, these mass mailings are scripted to look like messages sent from a financial institution or well-known Web site, such as eBay. They are basically lures to get people to hand over their financial data.

However, some antivirus firms are coming to the conclusion that there is a far greater degree of collaboration between spammers - at least, the shadier ones - and virus writers. It became evident, says Panda Software CTO Patrick Hinojosa, with the release of the Scob virus in June. Unlike earlier viruses, Scob was the work of an organized group of programmers whose mission was to steal financial information on a massive scale. The virus was quickly defanged, but it marked the escalation to a new level of Internet security danger.

"Not that long ago, most of the worms originated from people who wanted to see what they could accomplish technically, or see how much damage they could cause," Hinojosa said.

"Now, it is clearly an organized for-profit occupation by many groups of people," he says, including organized spammers and organized criminal groups. "That means they have more resources to devote to these endeavors; money to set up many servers, to put skilled people on the payroll to code these viruses, and the ability to exploit the data in an organized manner."

In fact, many Internet threats have been co-opted by the criminal element. Some companies almost look fondly at the old denial-of-service attacks - those initiated by script kiddies for fun or to score points against a high-profile company, such as Microsoft.

Now, though, criminal elements are threatening DoS attacks against Web sites unless they pay protection money. This mainly has been found among gambling sites, especially those based offshore, Sophos security consultant Graham Cluley tells NewsFactor. Often, these threats and shakedown attempts

are timed to coincide with some big sporting event that people will be betting on.

Increasingly, the antivirus community has been noticing a disconcerting trend: the teamwork between virus writers and mercenary-minded spammers.

Computer Experts Vie in Hacking Contest

Armed with laptops, modems, hard disk drives and sandwiches, 12 computer experts hunkered down Friday for a seven-hour contest to find the best hacker in tech-savvy Singapore.

Divided into six two-man teams, the contestants participating in "BlackOPS: HackAttack challenge 2004" have to defend their networks and servers from hacking while attacking other teams' systems. The top prize is a DVD burner and computer classes.

"It's a very realistic scenario," said Julian Ho, the organizer of the government-backed contest. "Most security professionals engage in some kind of 'dark art' ... Computer espionage is a very big thing."

The contestants hailed from Brunei, China, Myanmar and Singapore, but their identities couldn't be revealed because they all work in the computer security business, organizers said. All entrants had to pass a preliminary competition.

Teams were not allowed to use the Internet as a hacking tool, only computers and modems.

By Friday afternoon, the Brunei team - dubbed "Frozen Throne" - was leading.

Asia has been the root of some of the worst attacks by hackers in recent years. In May 2000, the so-called Love Bug virus, released in the Philippines, overwhelmed e-mail servers worldwide and caused tens of millions of dollars in damage.

Singapore has said it is increasingly concerned about cyber security in the highly wired city-state where eight in 10 households own personal computers.

Hackers can be jailed for up to three years or fined up to $5,852 under Singapore's Computer Misuse Act.

Organizers had said they hoped the contest would help shed light on ways to prevent actual computer attacks.

Two Firms Cleared of Swapping Violations

The makers of two leading file-sharing programs are not legally liable for the songs, movies and other copyright works swapped online by their users, a federal appeals court ruled Thursday in a stinging blow to the entertainment industry.

Among other reasons, the 9th U.S. Circuit Court of Appeals said Grokster Ltd. and StreamCast Networks Inc., unlike the original Napster, were not responsible because they don't have central servers pointing users to copyright material.

"In the context of this case, the software design is of great import," Judge Sidney R. Thomas wrote for the unanimous three-judge panel, which upheld a lower court ruling that dismissed the bulk of the lawsuit brought by movie studios and music labels.

The panel noted that the software firms simply provide software that lets individual users to share information over the Internet, regardless of whether that shared information was copyrighted.

"The technology has numerous other uses, significantly reducing the distribution costs of public domain and permissively shared art and speech, as well as reducing the centralized control of that distribution," Thomas wrote.

The entertainment industry could appeal to the U.S. Supreme Court.

"We are carefully reviewing our next steps," said Jack Valenti, president of the Motion Picture Association of America. In a statement, he pledged to "pursue all avenues in our power to fight those who illicitly profit from our members' valuable property."

A ruling against the file-sharing services could have made them unavailable for legitimate uses, analogous to banning VCRs to watch a school play because they could also record and play copyright TV shows.

Civil libertarians had also warned that a defeat for Grokster and StreamCast could have forced technology companies such as Microsoft Corp. to delay or kill innovative products that give consumers more control.

Thursday's ruling puts additional pressure on the entertainment industry to take the more costly and less popular route of going directly after online file-swappers. Recording companies already have sued more than 3,400 such users; at least 600 of the cases were eventually settled for roughly $3,000 each.

The decision came nearly two weeks after attorneys general from 45 states sent letters to Grokster, Streamcast and five other file-sharing services, hinting at possible legal consequences if the networks don't better inform computer users about potential copyright violations from sharing files.

Napster was shut down after the 9th Circuit ruled that its centralized servers, which contained directories to thousands of copyright songs, made it legally liable for contributing to copyright infringement.

But in the wake of that ruling, peer-to-peer technology developed that avoided the need for a central hub, arguably limiting the liability of the companies involved.

Laurence Pulgram, an intellectual property attorney, called it "a big win not just for peer-to-peer companies but for technology companies that push the envelop and make available copyrighted information."

Fred von Lohmann, who represented Los Angeles-based StreamCast, said the ruling follows "the same principle that people who make crowbars are not responsible for the robberies that may be committed with those crowbars."

Thursday’s ruling could influence a separate ongoing entertainment industry case against Sharman Networks Ltd., makers of the Kazaa file-swapping program, which averages more users than any other file-sharing software.

In a different case, the maker of iMesh file-sharing software recently agreed to pay $4.1 million to the recording industry for copyright infringement and to prevent consumers from illegally distributing music or downloading songs.

Thursday’s ruling makes it less likely another company would similarly settle.

The lower court ruling upheld on Thursday had cited the U.S. Supreme Court’s 1984 decision in the Sony Betamax case. The court said then that Sony wasn’t liable when people used its Betamax videocassette recorder to copy movies illegally because the technology had significant uses that did not violate copyrights.

The studios and labels argued that while Sony could not control how consumers used their VCRs, Grokster and StreamCast could filter their systems, like they do with computer viruses.

Thomas, the appeals court judge, said agreeing with the entertainment industry’s demands would be unwise and in conflict with binding precedent.

"History has shown that time and market forces often provide equilibrium in balancing interests, whether the new technology be a player piano, a copier, a tape recorder, a video recorder, a personal computer, a karaoke machine, or an MP3 player," Thomas wrote.

The case is Metro-Goldwyn-Mayer v. Grokster, 03-55894.

Do-It-Yourself Phishing Kits Lead To More Scams

Do-it-yourself phishing kits are freely available on the Internet, a security firm says, and they will lead to more scams sent to online consumers.

"Until now, phishing attacks have been largely the work of organized crime gangs," says Graham Cluley, a senior technology consultant at U.K.-based security vendor Sophos.

"But the emergence of these ’build-your-own-phish’ kits mean that any old Tom, Dick, or Harry can now mimic bona fide banking Web sites and convince customers to disclose sensitive information such as passwords, PIN numbers, and account details," he says.

The kits, Cluley says, include all the tools necessary to craft both the bogus messages that phishing scams rely on and the legitimate-looking sites that try to trick consumers into divulging confidential information, such as bank-account and credit-card numbers.

Among the bits and pieces in these do-it-yourself collections are the graphics, HTML code, and text needed to build the sites, as well as spamming software so the scammers can send out huge numbers of messages as bait.

"Although over the last year we've been aware of do-it-yourself kits, they're much more accessible now and freely available," Cluley says. "You can easily find them if you know where to look."

With such kits out on the Internet, Cluley predicts that the phishing plague will not only continue, but increase.

"There's plenty of profit to be made from phishing," Cluley says. "By putting tools in the hands of amateurs, it's likely that the number of attacks will continue to rise."

According to statistics collected by the Anti-Phishing Working Group, the prevalence of phishing attacks has increased by about 52% each month since January. In June, the last month for which complete numbers were available, an average of 47.4 phishing attacks hit each day; in May, that number was only 38.6.

The problem's grown so far so fast that on Wednesday, the National Consumers League, the oldest consumer-advocacy group in the United States, said that this purloining of identity is now the fourth-most-common type of Internet fraud. To combat the scams, the group launched an awareness campaign to educate users about how phishing works, how they can protect themselves, and where to go for help. The group backed up the campaign with a new Web site.

Although Sophos isn't certain about the reason scammers have started to distribute do-it-yourself phishing kits, it's possible, Cluley says, that they're doing it simply because they can.

"It could be that they're saying, 'Here we are, the water's lovely, come on in,'" he says. "They're saying there's plenty of potential victims, more than enough to go around."

Cluley's right about that. Analysts estimate that anywhere from 3% to 5% of those who receive a phishing message actually give up some confidential information. And those people are opening up enormous sums to fraud. In June, Gartner estimated that online scammers had ripped off consumers to the tune of some $2.4 billion from bank checking accounts alone.

"There's so much interest in phishing because anyone who wants to make a quick buck views it as [a tactic] they can use to dupe consumers," Cluley says.

In fact, he noted, a recent arrest of a phishing gang in the United Kingdom uncovered a tidy family affair, where a father, mother, son, and daughter were all nabbed for spamming scams. "Phishing really can be a mum-and-pop operation," Cluley says.

He recommends that people be extra wary of any messages asking them to confirm financial information. "Recipients of suspicious E-mails claiming to come from online banks should just delete them," Cluley says. "And certainly not click on the links contained within the messages."

Some security vendors have been building anti-phishing features into their products. Sophos rival Symantec Corp., for instance, has unveiled tools designed to spot some of the bogus URLs used by scammers and quarantine that E-mail.

Half of U.S. Web Users Now on Broadband

More than half of all U.S. residential Internet users reached the Web via fast broadband connections in July, outpacing use of slower, dial-up connections for the first time, market researcher Nielsen//NetRatings said on Wednesday.

Sixty-three million Web users connected to the Internet via home broadband links, which include high-speed connections over cable television networks or upgraded phone lines using technologies like ISDN or DSL, it said.

That amounts to 51 percent of U.S. residential users, up from 49 percent in June and from 38 percent just a year earlier. Sixty-one million, or 49 percent of residential users, us narrowband hookups, down from 62 percent last July, Nielsen//NetRatings said.

Faster access times allow users to view a range of graphically richer content, including movies and more sophisticated advertising.

Narrowband connections are defined as links with speeds between 14,400 to 56,000 bits per second, typically delivered over conventional dial-up phone lines. They were critical to the first generation of commercial Internet use a decade ago.

The milestone was crossed in terms of users, but the actual number of U.S. households with broadband Internet connections remains significantly less, according to Bruce Leichtman, the principal analyst for market research firm Leichtman Research. This reflects the difference between users and subscribers, he said.

"We shouldn’t really think that half of America is subscribing to broadband yet, but we may be there in a year," he said.

The number of residential broadband connections underestimates actual broadband usage because the figures do not include office connections, which many users rely on for personal Internet surfing, Leichtman noted.

U.S. broadband usage is far behind other industrial countries in Asia and Europe. For example, broadband was relied on by 91 percent of home Internet users in Japan during June, according to Nielsen//NetRatings statistics.

Despite rapid gains in U.S. subscribers over the past year, the pace of growth has slowed recently, the analysts said.

According to Leichtman, the 20 largest U.S. broadband carriers added 1.7 million subscribers during the second quarter, the lowest total in a year. The 20 largest companies have signed up 28.6 million high-speed Internet households and account for about 95 percent of the U.S. market, he said.

The 30 million or so U.S. households with broadband connections is less than one-third of the roughly 110 million households counted by the U.S. Census Bureau, Leichtman said.

"Despite a plateau in the growth of U.S. Internet access, we’ve seen continued high double-digit growth in users’ broadband access," said Marc Ryan, an analyst with Nielsen//NetRatings.

Broadband usage was highest among subscribers under age 34,

Nielsen//NetRatings said. Eighteen to 20-year-olds were the biggest users, at 59 percent, followed by young kids at 58 percent and 25- to 34-year-olds at 55 percent.

People between the ages of 65 to 99 years account for the lowest percentage of broadband users, at 34 percent.

Nielsen//NetRatings calculations are based on a long-running survey of 40,000 Internet users.

New PC Is Created Just for Teenagers

This isn't your typical, humdrum, slate-colored computer. Not only is the PC known as the hip-e almost all white, but its screen and keyboard are framed in fuzzy pink fur. Or a leopard skin design. Or a graffiti-themed pattern.

Sure, it's outlandish, but you won't see the hip-e in an office cubicle. The creators of the $1,699 hip-e claim it's the first PC specifically for teenagers.

Of course, teens are infamously fickle, and today's media-savvy kids are skilled at sniffing out and rejecting things that seem contrived. Today's teens also grew up with computers and have sophisticated demands for them.

But the company behind the hip-e, Digital Lifestyles Group Inc. of Austin, Texas, believes it's got exactly what teenage computer users want.

Why such confidence? Because the company asked.

Last year, Digital Lifestyles' CEO Kent Savage got his son Cameron, 16, and seven of the boy's friends together and polled them about how they interacted with computers and the Internet.

One brand name that resonated was Apple Computer Inc., which has struck gold with its iPod music players and iTunes download service. But the teens said their parents resisted buying Apple computers because they don't run Windows, the platform most people are familiar with.

So Savage decided to "Apple-ize the PC industry."

Cameron and his friends were asked to draw up designs for their ideal PC. Two weeks later, the company came back with 20 product concepts, and in a five-hour session, the teens honed in on one.

Later the prototype went to focus groups nationwide, and now the hip-e is ready for release in November. Orders are being taken now, including at displays in malls where pop star Ashlee Simpson is performing.

"Computers were originally made for adults, for work purposes," said one member of the original design group, Nevin Watkins, 16. "I kind of really want a computer for me."

The hip-e is designed to serve as a hub for all of a teenager's digital interactions. (For an extra $100 it will also come with an MP3 player/keychain data-storage drive, or a cell phone that runs on Sprint's network and can be synched with data on the computer. Or both accouterments

can be had for $200.)

The computer has a 120-gigabyte hard drive - perfect for storing a huge digital music library - plus Wi-Fi accessibility, a TV tuner and connections for video game consoles. Speakers attached to the bottom of the hip-e's display stand can be removed and turned into a portable "beatbox."

The computer has standard elements: a 1.5-gigahertz Pentium processor, Windows XP, antivirus software, spyware and pop-up blockers and parental controls. But it's been retooled to speak to teens in everyday terms.

For instance, users can click on "paper" to launch Microsoft Word, "create a presentation" to launch PowerPoint, or "burn CD" to open a CD-copying program.

The 17-inch desktop display - which boots up to screaming black and white swirls and squiggles against a lime-green backdrop - has a "hangout tuner," an on-screen dial that lets users jump to categories of desktop applications: music, movies, games, photos, news, communications, shopping and homework.

Savage said teenagers generally don't like performing separate searches for various programs, so "it made sense to organize it for them and serve it up to them."

"I think what Apple did with iTunes and the iPod is great. But that's just one application," he said. "We are doing that - on steroids. It's all of these applications, all on one platform."

Bigger computing companies have had mixed success in reaching teenagers. Last year, Microsoft Corp. released free software called 3 Degrees that is designed to give groups of young people a centralized way of sharing pictures, songs and instant messages. Microsoft says it still considers 3 Degrees a pilot test and won't comment on how much use it gets.

Leading PC seller Dell Inc. has avoided age-group-specific marketing, opting instead to highlight ways anyone might use the company's machines, spokesman Venancio Figueroa said. For example, Dell advertises its portable music player in music magazines and touts portable computers in back-to-school circulars, but neither device is retooled differently for younger users.

That's why Savage figures the teen-focused hip-e has a nice niche.

He cites market research that says teens are considered the tech gurus in today's families and dictate electronics purchases.

Meanwhile, teenagers are increasingly using credit card-like debit accounts and becoming more sophisticated consumers, said Paul Soltoff, head of SendTec Inc., a marketing services firm. In fact, the hip-e includes a prepaid debit account that teens or their parents can put money into, to fund the cell phone, online shopping or music downloads.

"In certain respects, it's easier to sell to teenagers today. They're gaining more fiscal control over expenditures," Soltoff said. "They have needs and wants, too. And they recognize bargains."

Soltoff thinks the hip-e must get big-time "viral marketing" - word-of-mouth recommendations among teens themselves.

Savage has that covered, too: Hip-e’s marketing plan includes dispatching 1,000 teens as a "launch squad," whose members earn sales commissions.

Ultimately, however, the most important thing will be the hip-e’s performance, said Rob Callender, senior trends manager at market tracker Teenage Research Unlimited.

That’s because while teenagers love things that are designed for them, they also like to look ahead a few years, Callender said. So if the hip-e is geared for 16-year-olds, it might actually appeal to kids closer to 14.

"Teens aren’t willing," he said, "to make compromises in electronics."

Washington Man Forms E-Mail Rejection Service

Attention, ladies: If that guy hitting on you just won’t quit until you surrender your e-mail address, feel free to call upon Paper Napkin.

Billed as an e-mail rejection service, Paper Napkin will tell your persistent suitor to buzz off when he comes calling electronically.

Here’s how it works: Give out any e-mail address with "PaperNapkin.net" after the "at" sign. You don’t need to register the address ahead of time. When your suitor tries to contact you for a date, he’ll instead receive a form letter stating in part, "Maybe you’re just out of your league here."

Josh Santangelo, a Web developer in Seattle, said he got the idea over lunch last week after a discussion on dating turned to the New York Rejection Line - a phone number women can give out to reach a generic recording of rejection. He thought there ought to be something similar for e-mail, and he wrote the code for it that afternoon.

He said some 400 people have tried the service since a friend publicized it at the Web journal Metafilter. Most were tests, though about 30 appeared to be real rejects.

Santangelo, who is single, is waiting for a woman to use it on him, though he says he’s not aggressive enough: "This sort of thing is for folks who don’t take ’no’ for an answer, and I tend to know when I’m not wanted."

Online Satirists Pull No Punches on Election

Some are born to rule, others to ridicule is a worthy reminder to U.S presidential hopefuls struck by an endless arsenal of satirical barbs on the Web.

A host of cybercynics take aim at President Bush and Democratic challenger John Kerry in fake news reports, multimedia presentations and childlike artwork online, offering comic relief from blood-boiling political debate.

But unlike their more famous peers on television or in other media, Web satirists grapple with few limits of time, space or good taste.

"Any prematurely bald guy with a modem can get online now and write

satire," said Sam Margolis, a freelance writer who created Chortler.com (http://www.chortler.com) and boasts monthly visits of about 150,000.

Margolis pens pieces for the site from Budapest, Hungary, including an obscenity-laden "Ask Dick Cheney" advice column and an anthology of "The Secret Poems of Arnold Schwarzenegger." He says the stakes have never been higher.

"Satirists are very worried right now - we've got someone (Bush) with a proven track record producing great satire. Do we want to spend the next four years telling ketchup jokes? It's a major decision," he said, referring to Kerry's wife, Teresa Heinz Kerry, heiress to the condiment-making Heinz company.

The Specious Report delivers updates from dozens of satire sites under its "Division 2004" heading (http://www.thespeciousreport.com/2004/division2004.html). The site promises to stay abreast of the zingers through the November vote "... and inevitable recount."

Recent headlines include "Republicans Outsource Kerry Attack Groups to India" from Skewpoint (http://bobsfridge.com/skew_8_13.htm), touching on domestic controversy over U.S. companies sending jobs overseas, and "Teresa Heinz Kerry Launches Five-Language Tirade" on Broken Newz (http://www.brokennewz.com/displaystory.asp_Q_storyid_E_1051ter esafive), poking fun at the would-be First Lady's multilingual riff during the Democratic Convention last month.

Another frequented link is written by television and radio commentator Andy Borowitz (http://www.borowitzreport.com), with such lead-ins as this one on the recent nomination of Porter Goss to head the Central Intelligence Agency: "In first intelligence failure, new CIA chief did not know he was being nominated: Ignored clear signs of appointment, critics charge."

Internet satirists admit, with some self-deprecation, that the Bush administration and Republican campaign get more than their fair share of the jibes. They attribute it partly to the liberal sentiments of some writers, and the old truism that those already in power are more fully exposed to mockery.

The Humor Gazette (http://www.humorgazette.com) endorses Kerry outright, delighting in his correct pronunciation of the word "nuclear" compared with Bush's "nookyuler" iteration.

Many jokes mirror accusations slung between the political camps, portraying Bush as duplicitous or ill-informed and Kerry as a waffler with an overbearing hairstyle.

"Bush Continues War on Terriers," writes MidnightPlumbers (http://www.midnightplumbers.com), detailing how "anti-terrier" authorities are endowed with new powers "to round-up terriers who are suspected of knowing other terriers."

At Chortler, readers can choose "John Kerry Emoticons" - cutouts of the senator's prominent coiffure - to express feeling indecisive or ambivalent in electronic messages.

Some of the most popular satires split their venom equally, like the cartoon clip at JibJab (http://www.jibjab.com) where animated versions of Bush and Kerry sing a rancorous spoof on "This Land Is Your Land, This Land

is My Land." The cartoon kept JibJab on top of humor sites tracked by http://www.hitwise.com for at least three weeks.

"We try and keep it all in good fun. And if you look at the piece, we think it's optimistic at the end as everybody from Hillary Clinton to Karl Rove link arms and sing," said Evan Spiridellis, who created the site with his brother Gregg.

Top-ranked satire site The Onion (http://www.theonion.com) says it strives for equal opportunity derision and searches for the less tried but still true jokes about America's leaders. "Bush 2004 Campaign Pledges to Restore Honor and Dignity to White House" and "Kerry Unveils One-Point Plan for Better America" are just two examples.

"There was a dominant 'Bush is dumb' storyline which we never wanted to get involved with because it was an old joke," said staff writer Peter Koechley.

Kerry has lagged Bush in satirical character development, he said, as writers find it harder to suss out the comic.

"A lot of what we do is guesswork based on slower moving trends ... People slowly turning on a candidate," he said. "But we try to take a jab at everyone who's doing stupid things."

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